

# Martial Arts - Centipede Style

Exalted 3rd Edition Lunar Charm Cascades

## Legend

**Charm Name**  
Book Name / Page Reference  
**Short Descriptor.**  
 This does not contain full rules-text, but intends to confer an at-a-glance info about this Charms capabilities.  
 Please refer to the book for full details.

- Permanent Essence requirements in dots
- Permanent Ability requirements in dots
- T Terrestrial Tag (Dragon-Blooded restrictions)
- M Mastery Tag (Solar/Sidereal bonuses)

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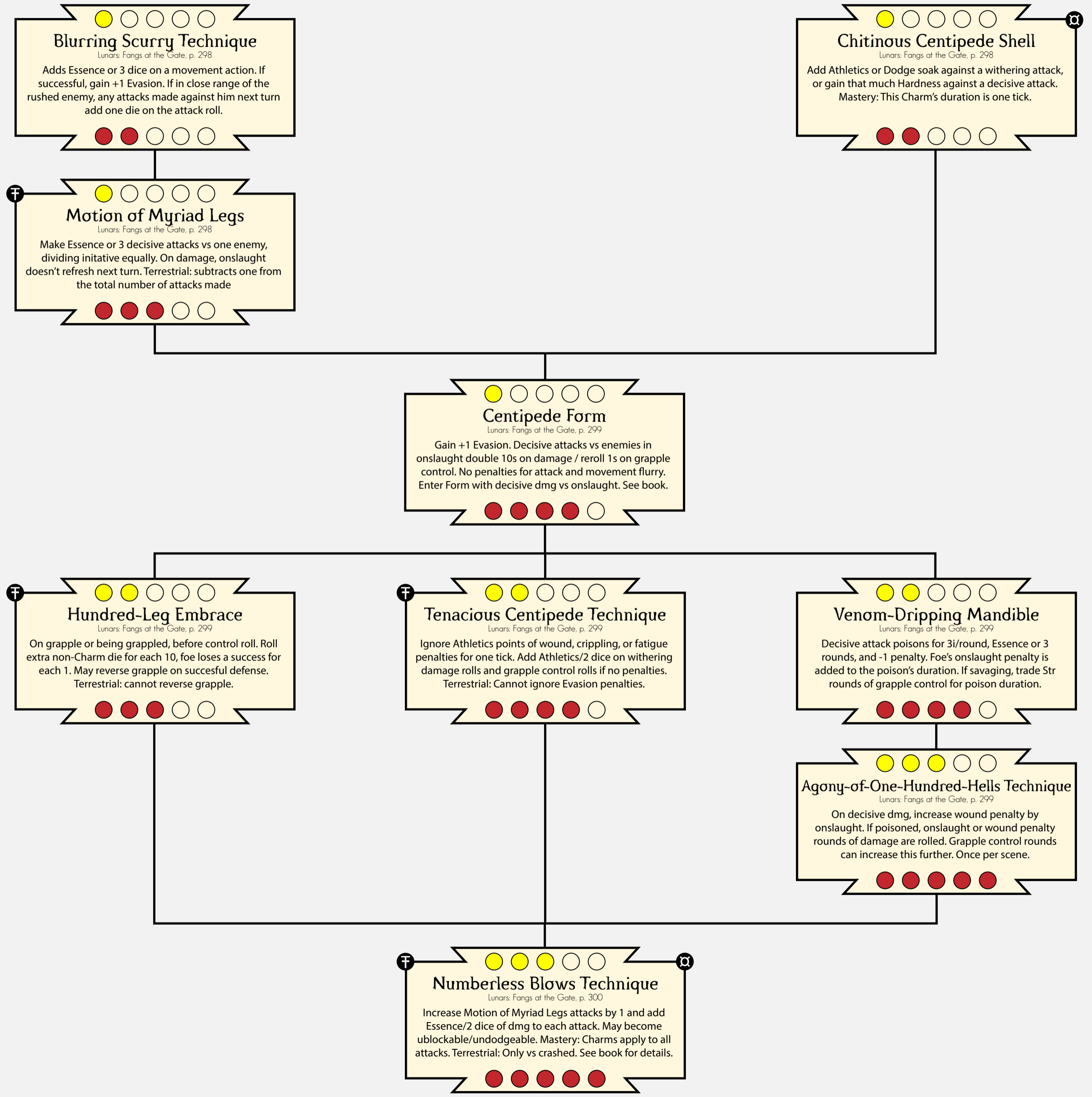
## Centipede Style Info

Centipede style is defined by speed, using swift barrages of blows to wear down enemies and nimble footwork to outmaneuver them. Once a stylist's many strikes have left her opponent reeling, she can grapple him to restrain his movement, deliver a telling blow to an unguarded weak point, or unleash this style's deadly venoms. Its schools are most prominent in the East, often boasting rivalries with Snake schools or syncretizing the two styles, but it's also commonly taught in the South and West.

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|---|-----------------------------------|
| <h3>Weapons</h3> <ul style="list-style-type: none"> <li style="width: 50%;">• Unarmed</li> <li style="width: 50%;">• Iron Boots</li> <li style="width: 50%;">• Hook Swords</li> <li style="width: 50%;">• Tiger Claws</li> <li style="width: 50%;">• Chains</li> <li style="width: 50%;">• 7-section Staff</li> </ul> | <h3>Armor</h3> <p>Light armor</p> |
|---|-----------------------------------|

## Complimentary Abilities

Athletics and Dodge enable this style's speed and mobility.



# Martial Arts - Falcon Style

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## Falcon Style Info

Falcon style is a high-flying art, its practitioners leaping across the battlefield to deliver powerful strikes or claim elevated vantages from which to deliver the finishing blow. In addition to attacks executed in midair, the style makes heavy use of grappling, locking enemies into painful submission holds or throwing them to the ground before executing punishing follow-ups. Its techniques are showy and spectacular, and many Falcon stylists draw flocks of bystanders to their fights — whether they're wandering folk heroes or ruthlessly dishonorable brutes. Falcon style is most prominent in the South, although iconic masters have spread it to other directions.

Weapons	Armor
<ul style="list-style-type: none"> <li>• Unarmed</li> <li>• Hook Swords</li> <li>• Cestus</li> </ul>	<ul style="list-style-type: none"> <li>• Iron Boots</li> <li>• Medium or Heavy Improv</li> </ul>

Light armor

## Complimentary Abilities

Falcon stylists use Athletics and Dodge for battlefield maneuverability.

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**Falcon Takes Flight**  
Lunars: Fangs at the Gate, p. 300

Add Martial Arts/2 successes on a jumping/flying disengage, rush, or rise from prone, or after attacking, use a reflexive move action as free disengage. Mastery: non-Charm successes for moving higher. See book.

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**Swift Talon Strike**  
Lunars: Fangs at the Gate, p. 300

Move into close range with enemy and attack, adding an automatic success on attack roll. Reroll 1s on damage roll or grapple control. If descending, reroll 2s too. Mastery: descending success is non-Charm.

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**Raptor's Fatal Descent**  
Lunars: Fangs at the Gate, p. 300

Decisive against enemy below or prone. Add Athletics or Strength attack roll extra successes as dice of damage. 10s remove 1 initiative from foe. Leaves user prone. Mastery: jumping down doesn't use movement.

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**Falcon Form**  
Lunars: Fangs at the Gate, p. 301

Double 9s on grapple control rolls, add Athletics to control. Can jump 1 range band. Falling damage halved. +1 Defense against attacks from below. Can enter Form after opposed move or grapple with 5+ successes.

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**Grasping Raptor Clutch**  
Lunars: Fangs at the Gate, p. 301

While grappling an enemy, use turn to take a restrain or drag action and then make a decisive savaging attack, throw, or slam against foe. If this incapacitates him, gain three Initiative.

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**Hare-Killing Death Dive**  
Lunars: Fangs at the Gate, p. 301

Makes a grapple gambit with double 9s on attack roll. Winning clinch control knocks foe prone, and steals Initiative equal to the number of dice that show doubled successes on the attack roll.

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**Rising Talon Kick**  
Lunars: Fangs at the Gate, p. 302

Follows up last round's attack with bonuses from previous attack. With stunt, counts as a surprise attack. Can use Raptor's Fatal Descent to enhance. Terrestrial: damage added to attack maxed at Initiative/2. See book.

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**Talons Greet Prey**  
Lunars: Fangs at the Gate, p. 301

Gain +1 Defense vs close range. On miss, counterattack with grapple. 1s on enemy's attack roll add non-Charm dice on attack roll and grapple control roll. Once per turn. Reset on slam or throw in same turn.

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**Neck-Piercing Hook**  
Lunars: Fangs at the Gate, p. 301

Throw grappled enemy to short range. Foe rolls Dexterity + Athletics vs control rounds. On failure, make a second damage roll. Terrestrial: The second damage roll can't exceed Strength + 10s. See book for details.

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**Doom Plummets Down**  
Lunars: Fangs at the Gate, p. 302

Throw foe, then execute a decisive attack with added stunt dice. Can be enhanced. If throw was decisive, Initiative doesn't reset. Mastery: free rush or disengage. Terrestrial: only decisive and vs crashed. See book.

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# Martial Arts - Laughing Monster Style

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- Permanent Essence requirements in dots
- Permanent Ability requirements in dots
- ⚔ Terrestrial Tag (Dragon-Blooded restrictions)
- ⚔ Mastery Tag (Solar/Sidereal bonuses)
- ↑ Repurchase/Upgrade available

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## Laughing Monster Style Info

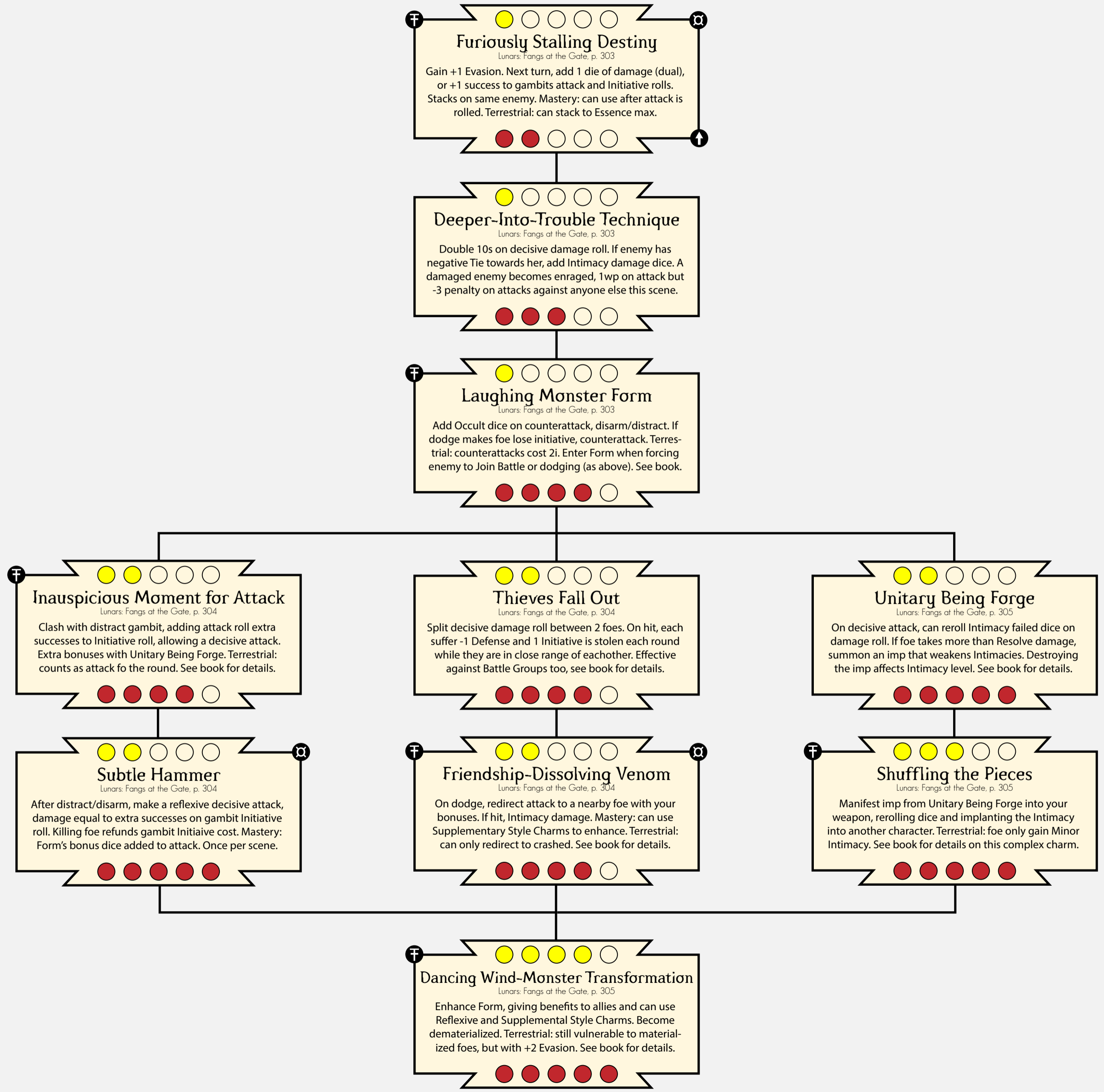
The fae warrior-saints of the Court of Flayed Sinners distilled Laughing Monster style from the digested dreams of countless thieves, scavenger princes, and oathbreakers drawn by rumors of the unimaginable treasures they guarded. This reign of false virtue was ended by the shaman Juven Fifth-Summer, who tore off the face of the court's prince and coaxed the style's secrets from his ragged lips, using them to set the raksha against each other until none remained.

Laughing Monster style epitomizes impetuosity and wicked humor, employing misdirection and confusion to humiliate rivals with inordinate glee. Its stylists practice erratic breathing exercises, rolling dance-steps, and ego-destroying meditations to fully understand its secrets. It has spread to numerous dojos, secret societies, and criminal syndicates. It's regarded as a style of thieves, revolutionaries, madmen, and all manner of trickster-heroes, as unpredictable as any devil born of the Wyld.

<h3>Weapons</h3> <ul style="list-style-type: none"> <li>• Unarmed</li> <li>• Whip</li> <li>• War Fan</li> <li>• Staff</li> </ul>	<h3>Armor</h3> <p>No armor</p>
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### Complimentary Abilities

Laughing Monster's evasive footwork relies on Dodge, while Presence or Socialize are useful for its trickery. Its students value Occult, for they delve into obscure, worrisome practices.



# Martial Arts - Swaying Grass Dance Style

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- F** Terrestrial Tag (Dragon-Blooded restrictions)
- M** Mastery Tag (Solar/Sidereal bonuses)
- U** Repurchase/Upgrade available

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### Swaying Dance Grass Style Info

This style's strikes and motions resemble dancing more than a martial art, hearkening back to its origins in slave uprisings. Disguising their training as dances and religious celebrations, the legendary Swaying Grass Dancers of old honed their art to overthrow their captors.

The style is swift and unpredictable, employing feints and misdirection to force enemies off their rhythm. Dance-like footwork is key, used to maneuver around foes, evade attacks, and set up devastating kicks. Some dancers embrace the style purely as a fighting art, while others honor its history by covertly spreading it to slaves and the oppressed, fomenting rebellions and upheaval.

<h4>Weapons</h4> <ul style="list-style-type: none"> <li>• Unarmed</li> <li>• Iron Boots</li> <li>• Batons</li> <li>• Knives</li> </ul>	<h4>Armor</h4> <p>No armor</p>
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### Complimentary Abilities

Performance is central to Swaying Grass Dance, while Dodge is used to outmaneuver foes.

